

ABSTRACT OF THE DISCLOSURE

A multi-level visual display system has a plurality of screens spaced in the depth direction. A user can move a visual indicator such as a cursor between the screens, via an input device such as a mouse button. In drawing applications a visual link such as a line can be created between two screens. In game applications a user can move an image both within and between screens by dragging a cursor while moving it between the screens, to provide an illusion of three dimensional movement. The screens may comprise layered liquid crystal displays.